The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-5. (Canceled)

6. (Currently Amended) A ~~casino~~ gaming ~~apparatus disposed in a casino~~ system, ~~the gaming apparatus~~ comprising:

~~a display unit;~~

~~a value input device;~~

a casino gaming network;

a plurality of casino gaming servers, each casino gaming server configured to provide one or more downloadable casino games to casino gaming machines via said casino gaming network;

a casino gaming machine comprising a display unit, a value input device, and a controller, wherein said controller is configured to:

establish a communications connection with each casino gaming servers in said plurality of casino gaming servers,

receive data representing server information regarding each casino gaming server of said plurality of casino gaming servers, said data representing server information regarding one or more of said downloadable casino games which each casino gaming server is configured to provide,

select a selected casino gaming server from said plurality of casino gaming servers;

transmit a signal to said selected casino gaming server requesting that one or more of said downloadable casino games be provided by said selected casino gaming server to said casino gaming machine over said casino gaming network,

download said one or more of said downloadable casino games from said selected casino gaming server via said casino gaming network,

initiate execution of one or more of said one or more downloadable casino games after said one or more downloadable casino games are downloaded,

generate a game display of said one or more of said one or more downloadable casino games on said display, and

determine a value payout associated with an outcome of said one or more of said one or more downloadable casino games after receiving said one or more of said one or more downloadable casino games from said selected casino gaming server; and

wherein each casino gaming server of said plurality of casino gaming servers is configured to terminate said communications connection with said casino gaming machine if said signal requesting that one or more of said downloadable casino games be provided is not received by said each casino gaming server within a predetermined wait period.

~~a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,~~

~~said controller being programmed to receive server information data representing server information regarding a plurality of casino gaming servers, wherein said server information includes information regarding one or more games that are not stored on said gaming apparatus but are available to be downloaded from said casino gaming servers for execution on said gaming apparatus,~~

~~said controller being programmed to organize said plurality of casino gaming servers, wherein said controller organizes said plurality of casino gaming servers according to said server information data, thereby organizing said information regarding said one or more games that are available for downloading from said casino gaming servers,~~

~~said controller being programmed to select a casino gaming server from among said plurality of casino gaming servers, wherein said controller makes said selection according to said organization of said casino gaming servers organized based on said server information data, said controller being programmed to establish a connection with~~

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~~said casino gaming server to send said selection to said casino gaming server that enters a~~
~~wait state, and wherein said casino gaming server determines during the wait state~~
~~whether a signal indicating a non-selection of said casino gaming server is received~~
~~within a predetermined period of time of the wait state, and if the signal indicating the~~
~~non-selection is received during the wait state, the connection with said controller is~~
~~terminated,~~

~~said controller being programmed to initiate downloading of at least one of said~~
~~one or more selected games from said casino gaming server and receive gaming data for~~
~~execution of said at least one selected game from said casino gaming server after said~~
~~selecting of said casino gaming server,~~

~~said controller being programmed to initiate execution of said at least one game~~
~~after said downloading of said at least one selected game,~~

~~said controller being programmed to cause said display unit to generate a game~~
~~display based on the gaming data received from said casino gaming server for one or~~
~~more of the following games: poker, blackjack, slots, keno or bingo, and~~

~~said controller being programmed to independently determine a value payout~~
~~associated with an outcome of said at least one selected game based on the execution of~~
~~said at least one selected game on said gaming apparatus after receiving said at least one~~
~~selected game from said casino gaming server.~~

7. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in claim 6, wherein said display unit comprises a video display unit ~~that is capable of~~ <u>configured to</u> ~~generating~~ <u>generate</u> video images.

8. (Canceled).

9. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in claim 6, wherein said display unit comprises at least one mechanical slot machine reel.

10. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in claim 6, wherein said controller is <u>further configured to:</u>

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~~programmed to cause said display unit to~~ <u>generate a display relating to one or</u>
more of said plurality of casino gaming servers <u>on said display unit, and</u>

~~wherein said controller is programmed to allow~~ <u>receive a selection from</u> a person
~~to select~~ <u>of</u> one of said casino gaming servers from among said one or more of said
plurality of casino gaming servers <u>displayed on said display unit, and wherein said</u>
<u>controller is configured to select said selected casino gaming server from said plurality of</u>
<u>casino gaming servers responsive to receiving said selection</u>.

11. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in
claim 10, wherein said controller is ~~programmed to cause said display unit to~~ <u>further</u>
<u>configured to</u> generate a display relating to said ~~server~~ <u>data representing server</u>
information ~~data for~~ <u>regarding</u> each ~~of said one or more~~ <u>casino gaming server</u> of said
plurality of casino gaming servers.

12. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in
claim 6, wherein said controller is ~~programmed to automatically~~ <u>further configured to</u>
select [[a]] <u>said selected</u> casino gaming server from said plurality of casino gaming
servers based on said ~~server~~ <u>data representing server</u> information [[data]] <u>regarding each</u>
<u>casino gaming server of said plurality of casino gaming servers</u>.

13. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in
claim 6, wherein said ~~server~~ <u>data representing server</u> information [[data]] <u>regarding each</u>
<u>casino gaming server of said plurality of casino gaming servers</u> relates to at least one of
the following factors for each <u>casino gaming server</u> of said plurality of casino gaming
servers: data transfer rate, responsiveness, identification, load, geographic location,
network subnet data, description, available gaming data and gaming data size.

14. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in
claim 6, wherein said controller is ~~programmed to~~ <u>further configured to</u> ~~discard~~ <u>remove</u> a
casino gaming server from said plurality of casino gaming servers as an option for
selection based on a threshold value, said threshold value relating to at least one of ~~the~~

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~~following factors~~: data transfer rate, responsiveness, load, geographic proximity, network subnet data, available gaming data and gaming data size.

15. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in claim 6, wherein said ~~gaming data~~ <u>downloadable casino games</u> relate[[s]] to at least one of the following games: poker, blackjack, slots, keno or bingo.

16. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in claim 6, wherein said gaming data relates to at least one of the following: a new game, a software update for a game and configuration data for a game.

17. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus~~ as defined in claim 6, wherein said controller is <u>further configured to</u> ~~programmed to cause said display unit to~~ generate said game display from said gaming data.

18. (Currently Amended) The <u>casino</u> gaming system ~~comprising a plurality of gaming apparatuses~~ as defined in claim 6, <u>further comprising a plurality of casino gaming machines connected to said casino gaming network</u> ~~said gaming apparatuses being interconnected to form a network of gaming apparatuses~~.

19. (Currently Amended) The <u>casino</u> gaming system as defined in claim 18 further comprising:
~~said plurality of casino gaming servers; and~~
a master gaming server,
wherein said controller is programmed to communicate with said master gaming server.

20. (Currently Amended) The <u>casino</u> gaming system as defined in claim 19 further comprising a network server,
wherein said controller is ~~programmed to~~ <u>further configured to:</u>
provide said network server with a <u>casino</u> gaming ~~apparatus~~ <u>machine</u>

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identification and data to authenticate said <u>casino</u> gaming ~~apparatus~~ <u>machine</u> identification,

 ~~wherein said controller is programmed to~~ receive a network identification from said network server if said network server accepts said gaming apparatus identification and said data to authenticate said <u>casino</u> gaming <u>machine</u> ~~apparatus~~ identification, and

 ~~wherein said controller is programmed to~~ communicate with said master gaming server using said network identification.

21. (Currently Amended) The <u>casino</u> gaming system as defined in claim 20, wherein said controller is ~~programmed to~~ <u>further configured to:</u>

 receive network server authentication data from said network server,

~~wherein said controller is programmed to~~ determine if said network server authentication data is authentic for said network server, and

~~wherein said controller is programmed to~~ accept said network identification if said network server authentication data is authentic for said network server.

22. (Currently Amended) The <u>casino</u> gaming system as defined in claim 18, wherein one or more <u>casino gaming machines</u> of said plurality of <u>casino</u> gaming ~~apparatuses~~ <u>machines</u> is a master gaming server, wherein said controller of said one or more <u>master</u> gaming ~~apparatuses~~ <u>servers</u> is ~~programmed~~ <u>configured</u> to provide a list of said plurality of casino gaming servers to other <u>casino</u> gaming ~~apparatuses~~ <u>machines</u>.

23. (Currently Amended) The <u>casino</u> gaming system as defined in claim 18, wherein one or more of said plurality of <u>casino</u> gaming <u>machines</u> ~~apparatuses~~ is a casino gaming server, wherein said controller of said one or more <u>casino</u> gaming <u>machines</u> ~~apparatuses~~ is programmed to provide gaming data to other <u>casino</u> gaming <u>machines</u> ~~apparatuses~~.

24. (Currently Amended) The <u>casino</u> gaming system as defined in claim 18, wherein said <u>casino</u> gaming <u>machines</u> ~~apparatuses~~ are interconnected via the Internet.

25-46. (Canceled).

47. (Currently Amended) A method for downloading gaming data from a server gaming apparatus to a client gaming apparatus over a communications path, the method comprising:

providing server information data regarding a plurality of servers, the plurality of servers including either the server gaming apparatus and one or more gaming servers and[[,]] the server information data including comparative data for one or more server parameters of the servers;

receiving, by the client gaming apparatus, a selection, made according to the server information data, of [[the]] a selected server from the plurality of servers, the selected server comprising the server gaming apparatus or one of the one or more gaming servers, gaming apparatus from the plurality of servers, the selection designating the selected server gaming apparatus for as a download source for of the gaming data for a game not available on said client gaming apparatus, the selection designating the server gaming apparatus that enters a wait state and determines during the wait state whether a signal indicating a non-selection of the server gaming apparatus is received via a connection with the client gaming apparatus within a predetermined period of time of a wait state, and if the signal indicating the non-selection is received during the wait state, the connection with the client gaming apparatus is terminated;

sending a request message to the selected server gaming apparatus, the request message requesting the gaming data, wherein the server gaming apparatus is configured to terminate communication with the client gaming apparatus if the server gaming apparatus fails to receive the request message within a predetermined wait period;

receiving the requested gaming data over the communications path from the selected server gaming apparatus;

responsive to placing of a player wager, causing outputting of an outcome of a game of chance in accordance with the received gaming data responsive to the placement of a wager; and

issuing a value payout for play of the game of chance.

48. (Previously Presented) The method of claim 47, wherein the value payout is associated with the outcome of the game of chance.

49. (Currently Amended) The method of claim 47, wherein providing the server information data includes [[:]]receiving the server information data from a gaming apparatus selected from the group consisting of: the client gaming apparatus, the server gaming apparatus, and a ~~further~~ third gaming apparatus.

50. (Currently Amended) The method of claim 47, wherein the selection of the selected server ~~gaming apparatus~~ is received from a player input.

51. (Previously Presented) The method of claim 50, further comprising:
displaying the server information data on a display.

52. (Previously Presented) The method of claim 47, wherein the selection of the server gaming apparatus is made by a controller.

53. (Currently Amended) The method of claim 47, wherein the server information data includes one or more parameters selected from the group consisting of: [[a]] data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data, and gaming data size.

54. (Currently Amended) The method of claim 47, wherein the gaming data relates to one or more types of data selected from the group consisting of: [[a]] game data, [[a]] software update data, and configuration data.

55-66. (Canceled)

67. (Currently Amended) The casino gaming system ~~apparatus as defined in~~ of claim 6, wherein said controller ~~makes said selection~~ selects said selected casino gaming

server according to ~~said organization of casino gaming servers organized based on said server information~~ data including a restriction on use of ~~gaming data~~ <u>said downloadable casino games</u>.

68. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus as defined in~~ <u>of</u> claim 67, wherein the restriction on use comprises availability of ~~the gaming data~~ <u>said downloadable casino game</u> to [[the]] <u>said casino</u> gaming <u>machine</u> ~~apparatus~~ and unavailability of ~~the gaming data~~ <u>said downloadable casino game</u> to another <u>casino</u> gaming <u>machine</u> ~~apparatus~~ coupled with [[the]] <u>said</u> plurality of casino [[game]] <u>gaming</u> servers.

69. (Currently Amended) The <u>casino</u> gaming <u>system</u> ~~apparatus as defined in~~ <u>of</u> claim 67, wherein said server information <u>data</u> is obtained by a master gaming server from said plurality of casino [[game]] <u>gaming</u> servers.

70-72. (Canceled)

73. (New) A casino gaming server comprising:

a communications interface;

a memory;

a downloadable casino game stored in the memory; and

a controller, wherein the controller is configured to:

enter a wait state after establishing a communications connection with a casino gaming machine via the communications interface,

make the downloadable casino game available for download to the casino gaming machine if a request is received for the downloadable casino game from the casino gaming machine before the controller remains in the wait state longer than a predetermined period of time, and

terminate the communications connection if the request for the downloadable casino game from the casino gaming machine is not received before the controller remains in the wait state longer than the predetermined period of time.

74. (New) A non-transitory machine-readable medium having program instructions stored thereon for controlling a casino gaming server to perform the following tasks:

enter a wait state after establishing a communications connection with a casino gaming machine via a communications interface,

make a downloadable casino game available for download to the casino gaming machine if a request is received for the downloadable casino game from the casino gaming machine before the controller remains in the wait state longer than a predetermined period of time, and

terminate the communications connection to the casino gaming machine if the request for the downloadable casino game from the casino gaming machine is not received before the controller remains in the wait state longer than the predetermined period of time.